



Installation

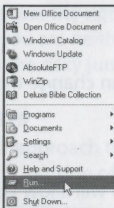
Insert the game CD into your CD-ROM drive.

If installation does not start automatically, follow these steps

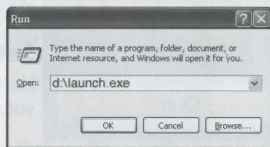
1. Click **START**



2.



3.



2. Click **RUN**

3. Type **D:\LAUNCH.EXE**

(where "D" is the letter of your CD-ROM drive) and follow the on-screen instructions.

4. Double click the Paws and Claws Pet Vet icon on your desktop or click Start\Program Files\Pet Vet.

Windows® XP requires that all programs get installed from an account with Administrator rights. If you are not sure what this means or would like more information, please visit: www.valusoftsupport.com and type "admin info" in the search bar at the top of the page.

During installation you will be prompted to install DirectX® 9. Paws and Claws Pet Vet requires DirectX 9.0 or higher. If you do not already have DirectX 9 or higher installed, follow the on-screen prompts to complete DirectX installation.

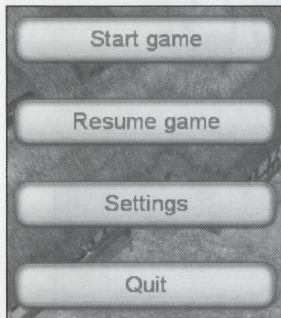
Technical Support

Questions or problems? We're here to help. For updates, answers to frequently asked questions and 24-hour Technical Support visit our web site at: www.valusoft.com, or write to us at: ValuSoft, 3650 Chestnut Street North, Suite 101A, Chaska, MN 55318.



The Main Menu

After you have started the game, you will arrive at the main menu. Here you can choose various actions.



Start Game

Click on this button to start a new game.

Resume Game

If you have already started a game, clicking on this button will take you directly to the loading screen to continue your game in progress.

Settings

Here you can change the settings of the game, such as the volume.

Quit

This button will allow you to quit the game.

Control Character

You control your character in the game with the keyboard and mouse.

Keyboard Layout

W (Up Arrow)	Move away from the viewer
A (Left Arrow)	Move left
S (Down Arrow)	Move towards the viewer
D (Right Arrow)	Move right

If you press the Shift button at the same time, you will move faster.

Riding

If you can saddle a horse, you can ride. You control the horse with the same buttons as your character. You can increase your speed (step, trot, gallop and fast gallop) by repeatedly pressing the W key (Up Arrow).

Keyboard Layout

W (Up Arrow) Forward Movement (Pressing 1x = Step, 2x = Trot, 3x = Gallop, 4x = Fast Gallop)

A (Left Arrow) Turn left

S (Down Arrow) Backwards Movement (Pressing slows the forward movement)

D (Right Arrow) Turn Right

If you press the space bar at an obstacle at just the right time, your horse will jump. You can only jump while galloping. It is important that you are neither too close nor too far away from the obstacle or your horse will refuse to make the risky jump.

Interaction with Other Characters

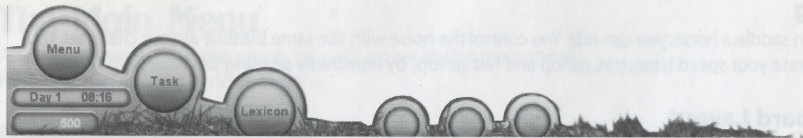
To interact with other characters, you must approach them and click on them with the left mouse button. An action button will appear on the left side of the screen with various possible actions.

Interaction with Objects

It is possible to interact with various objects in the game. When you move the mouse cursor over the object, you will be shown a display telling you what the object is. If the writing is green, you can interact with the object. If you choose the object by clicking the left mouse button, a button will appear on the left side of the screen. The label will tell you what actions are possible.

Interaction with Animals

You can also interact with animals that you bring into your yard. You choose an animal by clicking the left mouse button and a row of action buttons will appear on the left side of the screen. The buttons displayed are dependent upon the type of animal and the current location.



Interface

The interface is divided into three areas. With three buttons, you will quickly reach the areas or information that are important for the game. The "Menu" button brings you to the main menu. The "Task" button shows you your current task. The button labeled "Lexicon" brings up the encyclopedia. Underneath these buttons you will find a display showing the time elapsed in days and time, and how much money you have. The inventory is arranged in the center of the screen and you have three buttons over on the right where you can place three portions of a certain animal food or water.

Status Window

When you select an animal, the "animal values" will be displayed on the right side of the screen. The animal values show you the current condition of the respective animal.



Health: Represents the complete condition of the animal.

Cleanliness: Does the animal feel comfortable or do you have to clean again?

Happiness: Are you spending enough time with the animal?

Activities: Is the animal moving enough or does it suffer from lack of exercise?

Hunger: Does the animal have enough to eat?

Thirst: Does the animal have enough to drink?

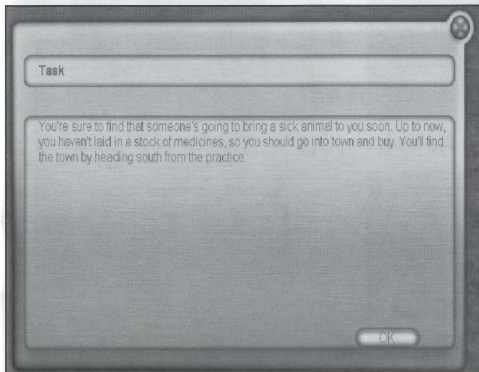
Action Buttons

When you select an object or an animal, action buttons will appear on the left side of the screen. The buttons tell you the possible interactions with the object, animal or person.

Playing the Game

Character Selection

When you begin a new game, you will first arrive at the character selection. You can choose between two girl characters or one boy character. Choose carefully because once you start the game you cannot change your character until you start a new game. Once you have selected a character the game will begin.



Tasks

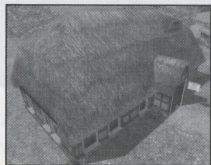
Once the game begins you will be presented with your first task. The tasks guide you through the game. If you play the game following the tasks, you will not miss anything and you will learn all aspects of veterinary life. If you would rather explore and not follow the tasks simply ignore the tasks and do what you want. If you want to see what your current task is, click the button "Task" in the interface.

Locations at Your Practice

The Initial Vet Office

At the beginning of the game, only your house is available to you for your practice. One of the rooms has been set up as the office where you will treat your animal patients. During the course of the game you have the opportunity to construct various buildings and thereby expand the scope of your services for treatment and accommodations.

The following buildings are on your site or can be constructed later:



Your house



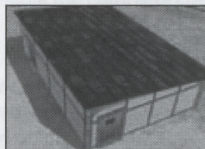
The therapy house



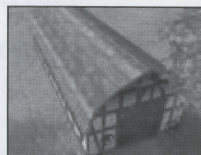
The small animal house



The cat house



The dog house



The horse stall



The guest house

Locations in the City

If you leave your yard and take the path to the south, you arrive in the city. Here you can purchase all of the items that you need for your daily work and the care of your animals. There is also a bank and an advanced training academy to be found here.



The Bank:

In the bank you can borrow money, if that becomes necessary. Don't forget that you have to pay it back. Immediately after you have taken the loan, a small amount will be deducted from you every day until it has been paid back. You can, of course, pay it all back at once.

The Academy:

In the academy you learn new things and are tested on your knowledge. How this exactly functions is described in the section "Advanced Training."

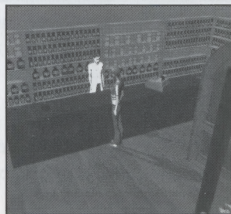


The Food Store:

The food store contains various types of food and accessories for your animals.

The Pharmacy:

The pharmacy supplies you with all of the medications that you need in your practice.



The Advertising Agency:

The advertising agency can create advertisements for your practice and raise the profile of your practice in the area. The more advertisements you create the greater number of animals that will find their way to you.



The Healer Practice:

In the healer practice, you can get things that you can't get in the pharmacy. This primarily deals with alternative medicines which may work more effectively at times than those from the pharmacy.

Advanced Locations

Three other paths lead away from the site of the practice. Each of these takes you to another level which is not accessible to you at the beginning. These levels will only be unlocked when you have completed certain tasks.



The Forest: The path to the east leads you to the forest.

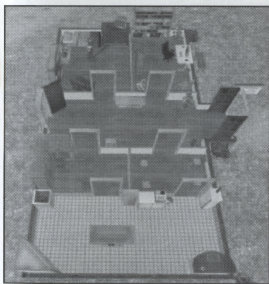
The City Limits:

The path to the west leads you to the city limits.



The Beach: If you leave the site of the practice and go north, you come to the beach.

Your Practice



Your Living Area

Your day begins at 8:00 in the morning in your living area. You can change clothes in your living area, which is sometimes necessary, as you should only treat patients in your surgical gown. You can also change your outfit if you feel like it. To do so, click on the on the dresser and select the button "use." On the upper right you can choose the type of clothing you wish to put on: free time, work or riding clothes. As soon as you have decided on a type, you can alternate between the various tops, as well as pants and shoes.

Your Office

A computer is in your office. Through this you have access to the files of your patients who are currently in your care. You can also see the statistics of your admissions and tasks here.

The Supply Room

In the supply room you will find a portion of your food supply.

The Waiting Room

When someone has problems with their beloved pet, then they will sit here and wait until you call them. If you have no time, they will soon leave and come back another time.

The Examination Room

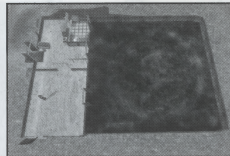
This is where your actual work takes place. After you have called a patient, you can examine and treat them here. How this actually functions is described in the sections "The Examination" and "The Treatment."

The Therapy House

Next to the building of the practice, the therapy house is the most important building in the game. If you have expanded the building twice, it will be divided into three areas, the treatment room, the physical therapy room and the exterior area.

The Treatment Room

You cannot treat horses in your main building. The rooms and doors are too small for that. You will not have a place to treat horses until you have built the therapy house. On the ground floor you will find an examination room especially for horses. However, the equipment for an ultrasound or blood test is not available until you expand into a physical therapy room and then into the exterior area.



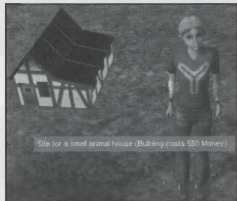
The Physical Therapy Room

Once you do the first expansion a second room will be built, the physical therapy room. There you can perform special exercises for physical therapy with dogs. The room has an especially soft floor and is intended for use by animals that need to recover from a serious injury. Upon expansion, an ultrasound machine for horses will be provided, so that horses can now be examined with an ultrasound as well.

The Exterior Area

After the second expansion, an exterior area will be constructed. There you can perform special physical therapy exercises with horses as well. A soft material is spread on the ground so that the bones, muscles and joints of the horse are protected, which is especially important after a serious injury. With the expansion, a laboratory will also be set up in the therapy house, so that you can now examine the blood of your patients.

Building and Expansion



At certain locations, miniature buildings hover over the ground. You can construct a building on these locations. When you click on the miniature building, you will be shown which building can be built on the site and what it costs to construct the building. If you already have enough money, the action button "build" will be available. If you select it, the building will be constructed and the costs for it deducted from your account. The construction does, however, take some time and the building will first be available on the next day. Many buildings can be expanded once or twice. To do so, select a building and you will be able to see whether a further expansion is possible and what the expansion costs are. If enough money is available, the button "expand" will appear. Through clicking the expansion will begin, but will take an additional day.

Expansion of the Practice

The expansion of the practice is possible in two steps. While in the first step you are only able to perform standard examinations, an ultrasound machine will be a part of the practice after the first expansion. Now you will not only be able to better diagnose your patient, but you will also be able to diagnose and treat new illnesses.

Expansion of the Therapy House

After building the therapy house, you will finally have a room available which is appropriate for the examination and treatment of horses. With the first and second expansions, the room will be equipped with an ultrasound machine and a laboratory. Upon the first expansion, an additional room will be constructed which, with its soft floor, is especially intended to be used for physical therapy. The second expansion results in an exterior area, in which you can help horses with physical therapy.

Expansion of the Various Accommodations

You can expand each accommodation once. Through the expansion an exterior area will be constructed. This means that your animals have more room to relax and are therefore more comfortable. The exterior area is always accessible to the animals; only the horse stall lacks continual access to the field. You have to activate this yourself and bring the horse to the field.

The Examination

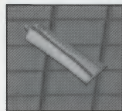
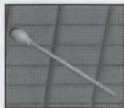
As soon as you have had a look around your premises, the first people will arrive with their animals. Therefore, you should regularly look into the waiting room to see what the situation is. As soon as a patient is waiting for your help, you can click on them and call them with the action button "call." Now the animal will be located on your examination table and the folder will be shown. There, alongside a great deal of information worth knowing, you can also read the preliminary report. You will learn which conditions caused the owner to come to you. Even if an assumption can result from this, you should conduct an examination to be certain which illness the animal is suffering from. You do this with the button "examine."

After the examination, the folder will again be shown in which you can now see the diagnosis. The point therapy is especially important here, in which you can see what actions are necessary for the actual case. Once you have decided, you can click on the button "treatment" and move on to the treatment. If you have already expanded your practice once, patients will come to you whose problems you cannot diagnose with a normal examination. Then it becomes necessary to search for the problem through an ultrasound or blood test.

The Treatment

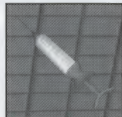
Every examination is followed by treatment. If you have finished the examination and clicked on the "treatment" button, you will come to the treatment mode. You will have syringes, salves and a swab available. The swab is a tool with which you can disinfect certain areas of the animal's body. With the syringe you can inject medications that work internally and with the salve you can also treat the illness from the outside. Once you have selected one, you will be shown which medications you have available to you and how many dosages of each you still have in your supplies. You should always keep a close eye on this, so that you don't have to send any animals home untreated just because you didn't go shopping at the right time. You can read in the diagnosis which medications you should use. Don't worry if you aren't certain, you have the option of looking in the folder at any time during the treatment. In addition, it is important that you pay attention to which part of the animal's body you have to treat. Each animal has a head, upper body and lower body. Depending upon what illness the animal suffers from, different parts of the body are affected.

The Swab: If disinfection is necessary, you should use the swab. You press and hold the left mouse button and move the cursor to the affected body part.



The Salve: Salve offers you the opportunity to apply medication. You apply it with the swab.

The Syringe: You position the syringe in the proper area and click the left mouse button once to administer the medication. If you have completed all of the necessary actions, you can complete the treatment with the button "end." Now you will also learn whether you have done everything properly, and, if so, money will be instantly transferred to your account.



If you have completed the first step of advanced training in physical therapy, you will also find a new method of treatment here, the massage ball. The ball is made of soft plastic, to massage damaged muscles and bones.

Admission

Unfortunately, some animals are so sick that they cannot be helped by a one-time treatment. These animals will be admitted by you so that you can nurse them back to health. In the section "Care" you will learn exactly what you need to do in order to make your guests comfortable. Independent from this, you must give treat them every day so that they quickly become healthy again. When you go into an animal stall, you can click on the animals and by selecting "treatment" bring them to the practice area where they can be treated.

Care

You must regularly provide care to your guests so that they do well. This includes cleaning, playing with them and providing them with food and water. The condition of the animals and how well you are taking care of them is expressed in the animal values.

Health: This value is influenced by proper treatment and good care. This means that you have to administer the proper treatment every day, but also ensure that the animal is full and satisfied.

Cleanliness: If this value decreases, you have to clean the stall or dwelling of the animal. Animals only feel properly comfortable in a clean environment.

Happiness: Happiness is influenced by how much time you spend with the animal. You can best ensure this by petting the animal often.

Activity: The activity shows whether the animal's necessary movement is being satisfied. If you play with the animal a lot, this will not be a problem.

Hunger: This shows whether the animal is hungry. By always providing enough food, you keep this value high.

Thirst: This shows whether the animal is thirsty. By always providing enough water, you will keep this value high.

Food

In order to feed your animals, you have to have at least one portion of the proper food in your personal inventory. You do this by clicking on the proper food can or food bag. With the button "take portion," you can place a portion of this food in your personal inventory. Now you can go into the stall of the animal that should be fed and select the animal's food bowl. When you move the cursor over the food bowl, you can see to whom the food bowl belongs. If you have selected the right one, click the food in your personal inventory and the food bowl will be filled.

Water

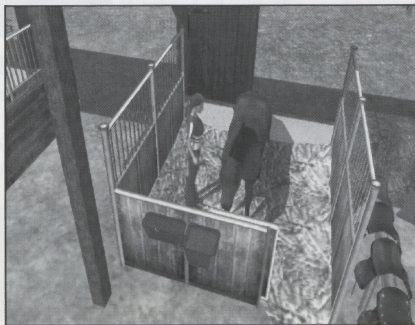
Filling the water bowl with water functions just like the food task. Water containers are found in various places in your yard from which you can take water. As soon as it is in your personal inventory, proceed exactly as you would with food.

Cleaning

In order for your animals to feel comfortable, you have to regularly sweep their stalls or dwellings. A broom is located in every house for this purpose. Select it and click on "use" in order to begin sweeping.

Play

If you select an animal, you have the opportunity to play with it. The play differs from animal to animal.



Your Own Horse

In addition to all of the work that you have from your practice and your animal guests, there is also the opportunity for you to own your own horse. The accessories salesperson has a bulletin board where you can see various horses that are being sold. If you have chosen one, you will find it in the separate pit of your horse stall. Your own horse does not require any medical treatment, of course, but it does require as much attention as the other animals.

Riding

If you have your own horse, you can ride him. To do so, take him out of the stall, saddle him, walk him out of the stable, sit on him and away you go. To select your horse click the button "move from box." Once the horse is out of the stall, you can saddle and then lead it out of the stable into your yard. Within your yard you can only step or trot, but there are three riding areas in which you can not only run around when you feel like it, but also find obstacles which you can jump over. These areas, however, are not available at the beginning, but must be unlocked. When you ride, you should always keep an eye on your horse's endurance, since galloping and jumping exhaust the horse and it will become tired. If the endurance sinks to 0, the horse will only be able to step or trot for a short time. It will only be able to gallop again when it has had time to recover somewhat.

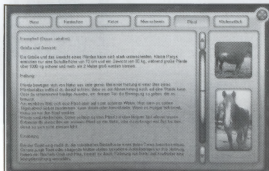


Shopping

In the section "the city" you can see exactly what is available. To select a task to do in the city go into the store and select the salesperson. Now the action button "purchase" will appear. If you click on it, a window will open with the different options that are offered in this store.

Advanced Training

Alongside the expansion of your practice, you can also increase your customer base through advanced training. At the beginning of the game, you can only treat small animals, such as guinea pigs, rabbits and budgies. In the advanced training academy, you have to opportunity to expand your knowledge and obtain the qualifications for the treatment of other animals. To begin an advanced training, you must speak to the director of the academy. She will show you which advanced training is available to you. Of course advanced training costs money, therefore be sure to read everything thoroughly, so that your investment is not wasted.



Encyclopedia

The encyclopedia is accessible via the interface during the entire game and offers you the opportunity to receive information about the individual animals.

Troubleshooting

For optimal performance we recommend that you close any other applications that are running on your computer prior to playing Paws & Claws Pet Vet.

We strongly recommend that you obtain the latest DirectX® compatible drivers for your video and sound cards. Using drivers that are not compatible with the latest version of DirectX can have unpredictable results. Updated drivers are typically available at no charge through your hardware manufacturer's website. Popular video chipset manufacturers include: ATI – www.ati.com, Intel – www.intel.com, Nvidia – www.nvidia.com
For additional information on DirectX, please visit www.microsoft.com/directx/

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Radon Labs GmbH

Project Director:

Jan Lechner

Concept/Handbook:

Tobias Heußner

Jan Lechner

Lead Programmer:

Mark Thiele

Programmers:

Dylan Baar

Enno Cramer

Johannes Kellner

Johannes Kosanetzky

Testing:

André Arvandi

Music:

Claas Oehler

Sound Effects:

Sylvius Lack

Graphics:

Carolin Albers

Thomas Bittner

Florian Busse

Rubén Salgado

Escudero

Olaf Haag

Tobias Houfek

Sven Fahrenwald

Martin Freitag

Tom Jacobs

Daniel Kelichhaus

Patrick Lehmann

Christoph Meyer

Oliver Noss

Torsten Rübiger

Level Design:

Florian Busse

Tobias Heußner

Jan Lechner

Production:

Bernd Beyreuther

Engine Technology:

Andre "Floh" Weissflog

Business Management:

André Blechschmidt

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